TRON
SOLAR SAILER

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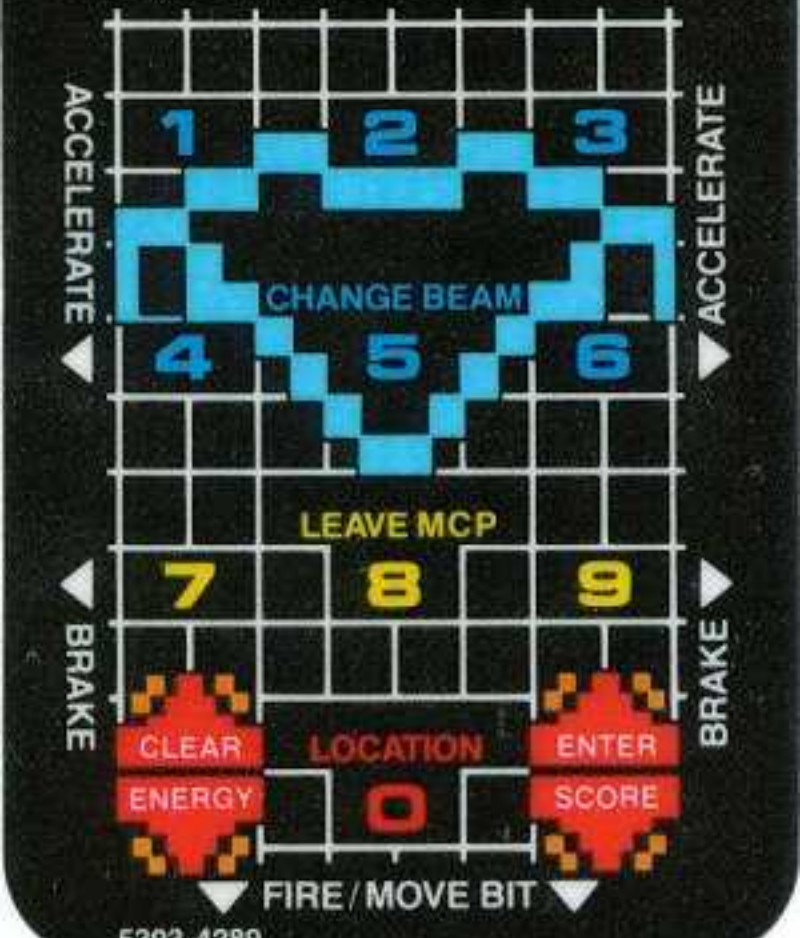

5393-4289

MATTEL ELECTRONICS®

INTELLIVISION® Intelligent Television

INTELLIVOICE™

VOICE SYNTHESIS CARTRIDGE

INSTRUCTIONS

(FOR ONE PLAYER)

TRON SOLAR SAILER

FOR COLOR TV VIEWING ONLY

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THIS GAME REQUIRES BOTH THE INTELLIVOICE™ VOICE SYNTHESIS MODULE AND THE INTELLIVISION MASTER COMPONENT.

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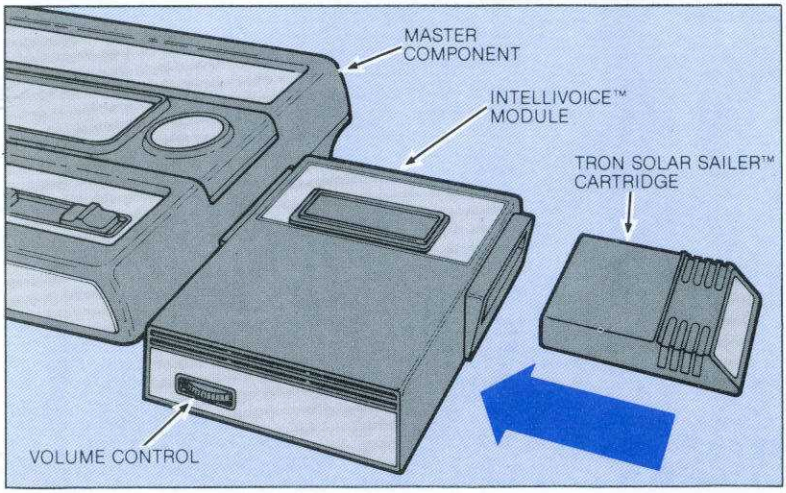
OBJECT OF THE GAME

Game is based on TRON, the Walt Disney Productions futuristic movie! You are the character, FLYNN. Your opponent is the tireless *M*aster *C*ontrol *P*rogram! Your only hope of returning to the real world is to destroy the MCP before it destroys you. To do this you must overload the MCP. In the opening game phase your Solar Sailer will ride intersecting beams on your TV screen. Recognizers and cannon-firing tanks will attack the Solar Sailer on its way to the MCP & the decoding phase. In this second phase you'll be involved with frantic decoding action inside the heart of the MCP. Points are won for shooting the Solar Sailer's attackers (*phase 1*) and for correctly placing digits into a display (*phase 2*).

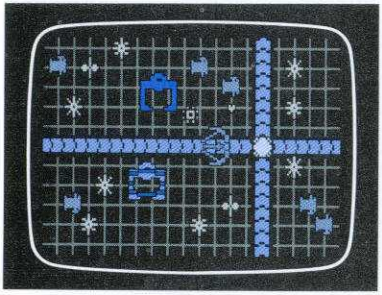


TRON SOLAR SAILER™ cartridge is designed for use with BOTH your Master Component and INTELLIVOICE™ Voice Synthesis Module.

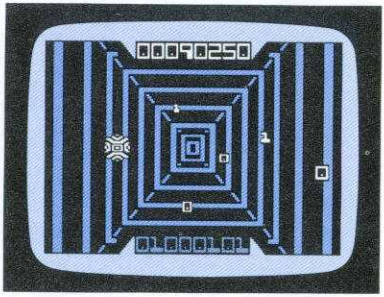
Plug the Voice Synthesis Module into your Master Component. Then plug game cartridge into Voice Synthesis Module. (See INTELLIVOICE™ instructions for equipment connection details.)

LET'S TAKE A PREVIEW!

DEMO MODE:



1ST PHASE
SOLAR SAILER



2ND PHASE
MCP CENTER

For a quick preview of both game phases...

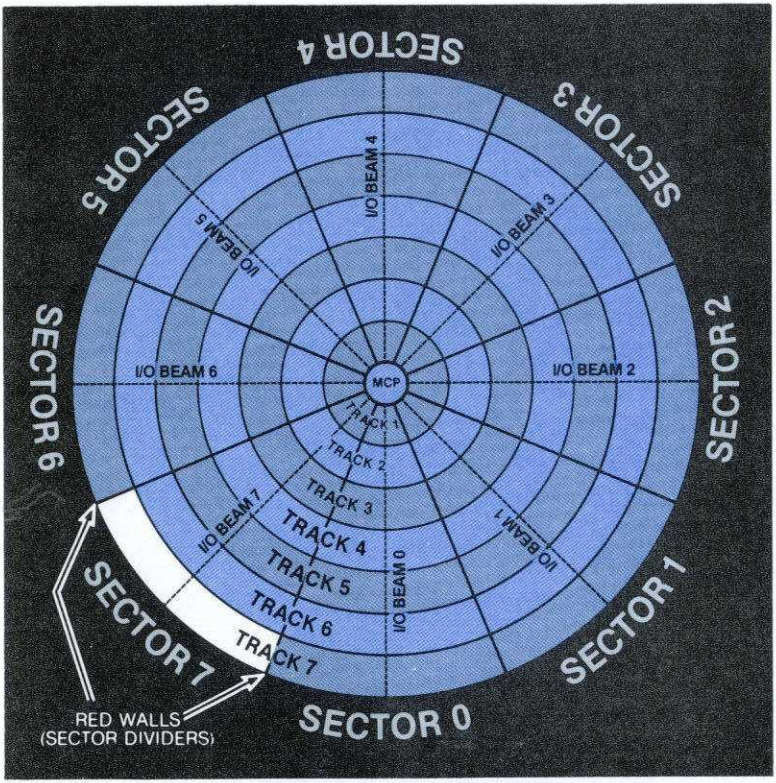
Turn console switch ON...and LEAVE EVERYTHING ALONE.

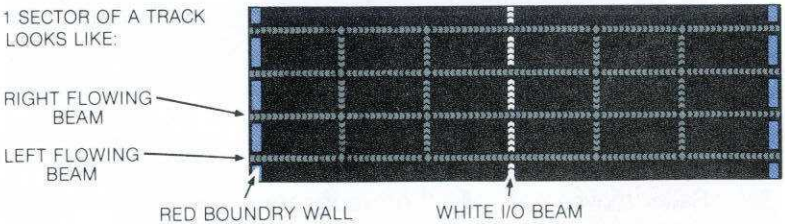
Title will appear, followed by demo of 1ST PHASE.
Title will reappear, followed by demo of 2ND PHASE.
This cycle occurs over and over again.

Press DISC to begin a game. Use *either one* of the hand-controllers.

COURSE OF THE SOLAR SAILER

The computer world you are in is arranged in eight concentric rings or TRACKS. The *M*aster *C*ontrol *P*rogram is located at the center — TRACK ZERO, your goal. The ring farthest away from center is TRACK 7. Each Track is divided into eight SECTORS. Solar Sailer moves right or left on your screen through all the SECTORS in a Track, counter-clockwise or clockwise.





OBSTACLES: As you sail above the game grid, the MCP will do everything in its power to stop you or throw you back. MCP's outer defenses are TANKS and RECOGNIZER ROBOTS.

CHECK GAME CONTROLS

Slide overlays into hand-controller frames so they cover the keypads.

ACCELERATE

BRAKE

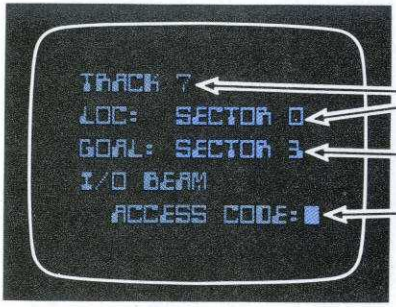
PRESS DISC TO START GAME, BRING UP "LOCATION, TRACK" ETC. FRAME TO YOUR TV SCREEN.

ACCELERATE

BRAKE

- *1ST PHASE:* (SOLAR SAILER) PRESS DISC TO AIM & FIRE
- *2ND PHASE:* (MCP CENTER) PRESS DISC TO MOVE BIT

GAME PLAY ACTION



THIS IS WHERE YOU ARE

THIS IS WHERE YOU WANT TO GO

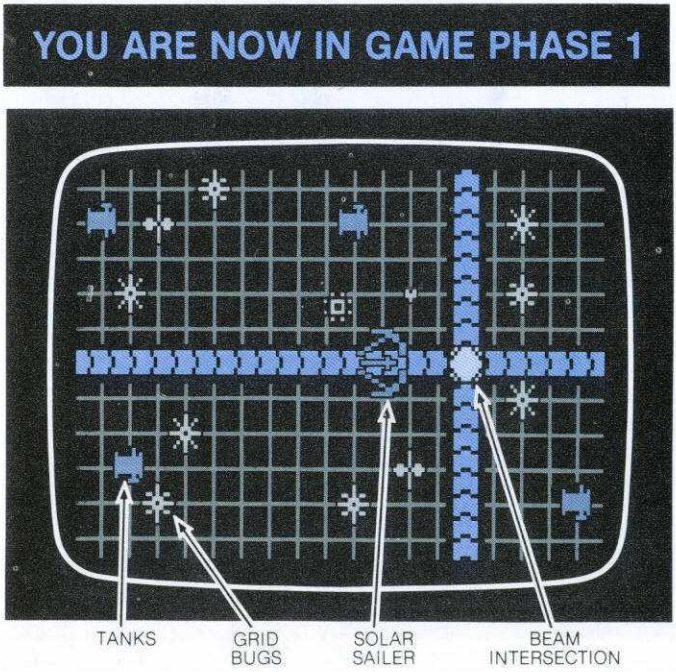
BY VOICE, NOT DISPLAYED

At the start of *Phase 1*, you have two numbers to remember. Both will change and you will have to remember the changes. First is the GOAL SECTOR NUMBER which will appear on your screen. And second, the ACCESS NUMBER which will *not* be displayed. It will be given to you by ALAN's VOICE ONLY. TO PLAY GAME *PHASE* 1, YOU *MUST* REMEMBER BOTH THE GOAL NUMBER (1 DIGIT) AND THE ACCESS NUMBER (5 DIGITS.)

1. Turn console switch ON.

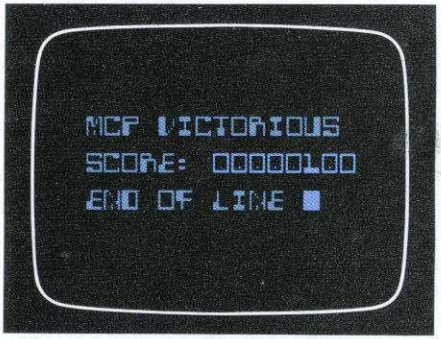
2. Press DISC to bring up "LOCATION", "TRACK", etc. message. LISTEN TO ALAN's *VOICE*: REMEMBER THE ACCESS CODE *NUMBER*. YOU *WILL NEED IT* LATER! (WRITE IT DOWN.)

3. Game Grid then appears. SOLAR SAILER sits on a beam.



4. Use TOP side buttons on a hand controller to MOVE or ACCELERATE the SOLAR SAILER. Use BOTTOM BUTTONS to slow it down.

5. Use DISC to AIM & FIRE at the attackers. Score points for hits. (See SCORING, page 12.) REMEMBER: SHOOTING LOWERS BEAM ENERGY. SO DO HITS FROM THE ATTACKERS. LOSE *TOO MUCH* ENERGY AND YOU *LOSE* THE GAME! LISTEN TO TRON's VOICE: "ENERGY LOW", etc.



IF THE BEAM ENERGY DROPS TO *ZERO,* AND THE SOLAR SAILER NO LONGER MOVES — GAME'S OVER, *YOU LOSE!*

To begin a new game, press hand controller DISC

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6. For RENEWED ENERGY reach an intersection and SWITCH BEAMS. Move Solar Sailer to where the horizontal beam crosses a vertical beam. Press ANY key on either controller from 1-6.

WARNING: You can't stay on one track forever! Every time you jump from one beam to another, you steal energy from that track!

Grid bugs tell you about track energy! When there are no Grid bugs on your TV screen, it means track energy level is almost zero!

7. When you reach the correct WHITE vertical I/O beam (your GOAL location) the game will FREEZE. GREEN CURSOR (Square) will appear. Enter ACCESS CODE number on either hand controller & press ENTER. If the correct number is entered, you will jump TWO tracks closer to the MCP Center. (If you are already on Track 1 or Track 2 — you will jump ONE track *only*.) BONUS POINTS for each track jump! (See "Scoring", page 12.)

Notice: Whenever you correctly enter an ACCESS CODE, you will always ENTER THE NEXT TRACK AT SECTOR *ZERO*.

8. When you get to Track Five (or closer to the MCP — 4, 3, 2 or 1) look out! A RECOGNIZER could show up at any time. As soon as you see one, start *shooting!* Move the Solar Sailer out of there *fast!* Recognizers can really hurt you! A Recognizer can pick up the Solar Sailer and send it *backwards* 1 or 2 tracks! (From Track 4 to Track 5 or 6 — away from your goal, Track 0, the MCP Center.) It's a costly detour and you'll have to fight your way back. To find out where you are if that happens, press LOCATION button on a hand controller. You'll also want to head toward Sector 0 WHITE I/O beam to get the ACCESS CODE for the new track.

"CAN'T REMEMBER" THE ACCESS CODE NUMBER?

Here's what to do:

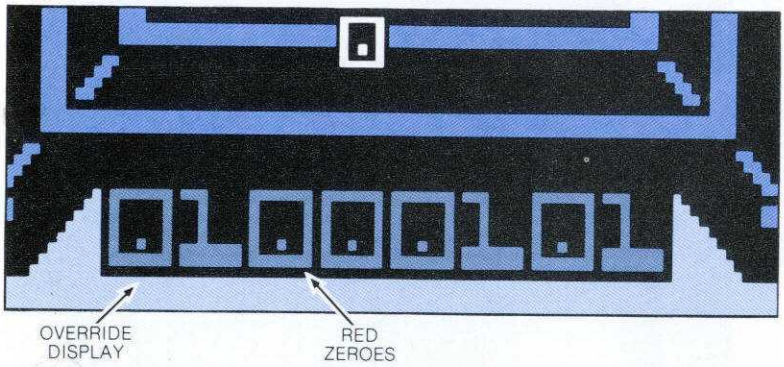
- If you can correct yourself BEFORE pressing ENTER, you're OKAY. Press CLEAR on the controller. Make your correction, THEN press ENTER.

- If you have ENTERED a WRONG access code number, game will UNFREEZE, start up again. You can loop back to the beam and try again. Or go back to the Sector Zero I/O beam, if you've completely forgotten the code.

PHASE 1 continues until Solar Sailer has moved all the way to TRACK ZERO, MCP CENTER.

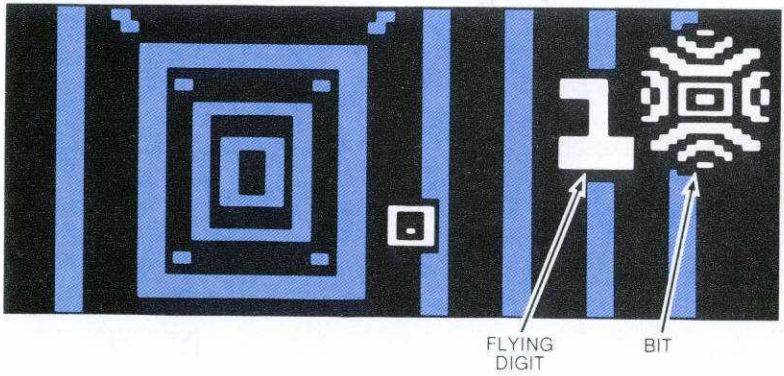
Decoding phase begins! Screen changes to the heart of the MCP Center, your goal in game Phase 1. To retain control, the enemy MCP must make continuous data transmissions. Large ZEROES and ONES will fly out at you. You must intercept and capture them with BIT, enter them correctly into a display. Stop enough transmissions and you will overload the Master Control Program... and win yourself 50,000 points!

9. DISPLAY will appear at the bottom of your screen. 8 DIGITS, ZEROES IN RED. VOICE will tell you the OVERRIDE CODE, an 8 digit binary display (all ones and zeroes.) REMEMBER THE OVERRIDE CODE!

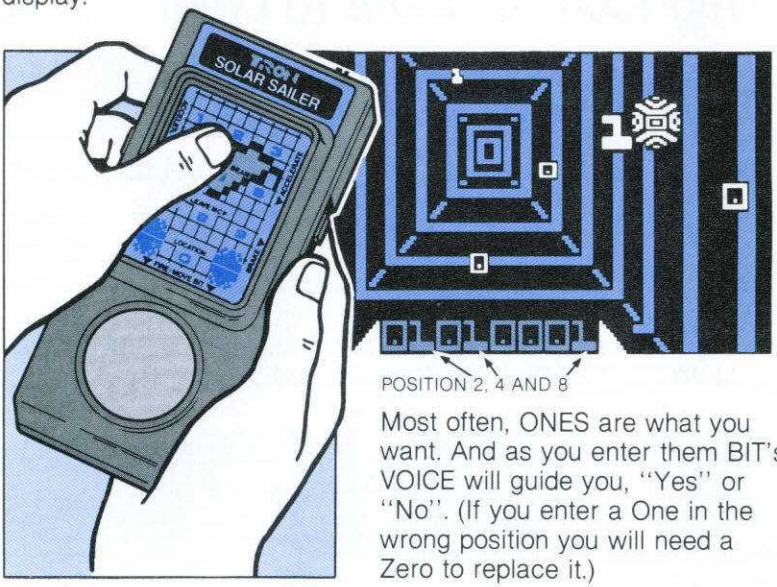


With the announcement of the Override Code Number, transmissions begin. Zeroes and ones will start flying straight at you!

10. CAPTURE THE FLYING DIGITS! Press DISC to move BIT until it collides with a flying digit. (One or Zero) To do this you must get *directly in front* of the digit. (Bit will appear to be the *same size* as the intercepted one or zero.)



11. FOLLOW THE OVERRIDE CODE. ENTER the correct display position (1-8) for the digit you have captured on a hand controller. (*For example:* If the Override Code is 01000101 and the digit you've captured is a One, you need to press 2, 4 or 8 on the controller keypad. Digit will be placed in a correct position on the display.



Most often, ONES are what you want. And as you enter them BIT's VOICE will guide you, "Yes" or "No". (If you enter a One in the wrong position you will need a Zero to replace it.)

12. YOU HAVE TO BE QUICK! A data transmission lasts only a *short* time. The task is to enter all 8 digits into the display before the transmission stops! If you're too late, you'll hear from the MCP! No more ones or zeroes will fly. You've been too slow, you LOSE 10 on the Overload Factor scale. (See "Scoring", page 12.) What's more, the time of transmission gets shorter & shorter as you go along!

YELLOW ONES & ZEROES are another obstacle! If a YELLOW digit hits Bit it will automatically enter *itself* at random on the display! Unless you get lucky, it will enter a wrong position and you will have to replace it. *More* time lost!

Remember: If the MCP Overload Factor is reduced to zero you LOSE, GAME'S OVER! Your final score will be displayed.

WHAT HAPPENS WHEN YOU WIN!

Screen borders will turn RED. You'll hear THEME MUSIC! You have increased the Overload Factor to 100! The enemy *M*aster *C*ontrol *P*rogram is defeated.

Now you have TWO OPTIONS!

- You can collect 50,000 points and call it quits. You've won! (Press LEAVE MCP on either controller.)

- OR you can GO FOR BROKE! Try for an "overtime" period and STILL MORE POINTS. (DON'T press LEAVE MCP!)

Another transmission will begin — ones & zeroes will start flying again. It's "overtime"!

DON'T FORGET, IT'S GO FOR BROKE! If you decided to try for more points, you must block *every single* transmission! Fail and you won't get the 50,000 point bonus! THE GAME IS OVER! *YOU LOSE!*

It's up to you. The 50,000 bonus points may be earned only once. But you can stop play and collect them after any successful transmission block in "overtime".

SCORING

Remember: Scoring points is *only part* of the action! Your goal is to *destroy* the MCP by overloading it. Watch the OVERLOAD FACTOR. When the MCP Overload Factor reaches 100, you WIN (MCP overloaded, destroyed!) If the Overload Factor drops to zero, you LOSE! As play starts (phase 1) the Overload Factor is 50.

GAME PHASE 1

OVERLOAD FACTOR

• Each time you reach a track closer to the MCP for the first time, you INCREASE the MCP Overload Factor by 5.

• Each time a RECOGNIZER pushes you BACK ONE OR TWO TRACKS, the MCP Overload Factor is REDUCED by 5. (At 0 you lose!)

POINTS

ON TRACK	GRID BUG HITS	TANK HITS	HITS ON RECOGNIZER
1	100	300	500
2 or 3	75	225	375
4 or 5	50	150	250
6 or 7	25	75	(No Recognizers on 6 or 7)

5000 BONUS POINTS for reaching a track closer to the MCP for the first time.

1000 BONUS POINTS for reaching a closer track again.

10,000 BONUS POINTS for entering decoding phase — *game phase 2*!

GAME PHASE 2

OVERLOAD FACTOR

• Each time you *correctly complete* the OVERRIDE CODE display (all 8 digits within the time limit), MCP Overload Factor INCREASES by 10.

• Each time you *fail* to complete OVERRIDE CODE display *in time,* MCP Overload Factor is REDUCED by 10. (At zero you lose!)

POINTS

Black screen border (BEFORE completing display, overloading MCP)

For entering each digit into code display correctly 250
For successfully completing code display (on time) 5000

Red screen border (AFTER completing display, overloading MCP)

For entering each digit into code display correctly 500
For successfully completing code display (on time) 10,000
Overload Factor 100, leaving MCP *(YOU'VE WON!)* 50,000

NOTE: A yellow digit could enter itself in a correct position on Override Code Display and score points FOR YOU.

TO CHECK YOUR SCORE:

DURING PHASE 1:

Press [SCORE] on either hand controller.

POINT TOTAL appears first. (Updated, both game phase 1 & 2.)

MCP OVERLOAD FACTOR appears second.

DURING PHASE 2, score is continuously displayed at top of screen.

VOICES YOU'LL HEAR & CAST OF CHARACTERS

FLYNN....That's *you*, a video game designer trapped inside a computer system you created.

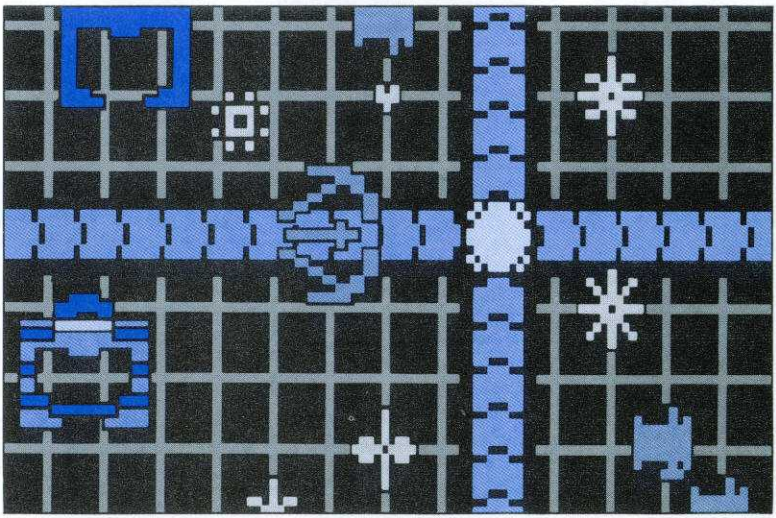
TRON....His voice reports beam energy levels for the Solar Sailer. TRON is on your side.

YORI....Navigator and your friend, her voice reports location of the Solar Sailer.

ALAN....Your friend & co-worker. His voice gives you the vital access codes.

BIT....Floating data unit. His voice helps you by correcting you with "Yes" & "No".

MCP....*M*aster *C*ontrol *P*rogram, your tireless enemy all the way.



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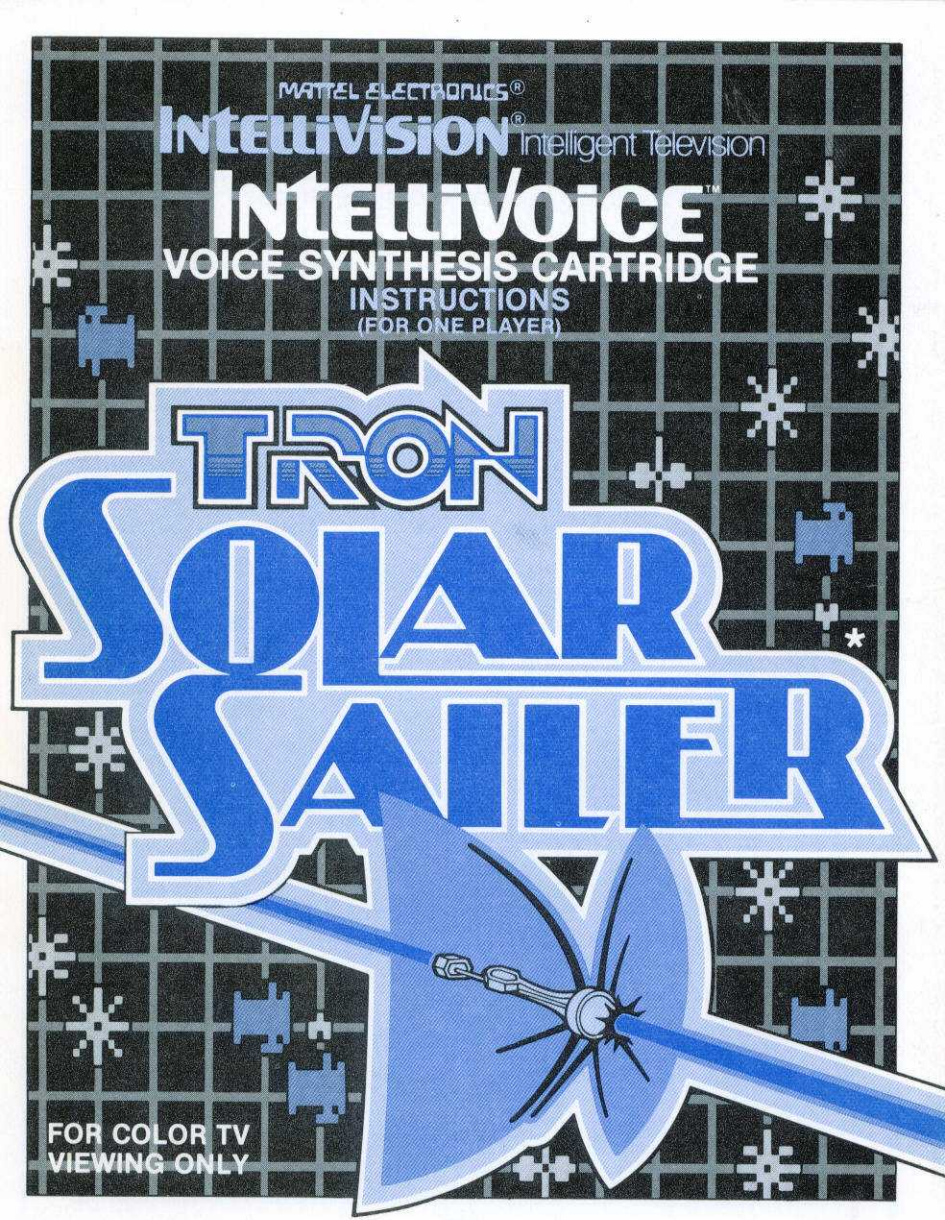

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